

AIRWOLF II

"PYRAMID"

Written by Stephen Bowsby

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AIRWOLF II

"Pyramid"

SETS

INTERIORS

Santini Air
Airwolf
Jo's Livingroom
Reeve's Livingroom
Pyramid-group Meeting Room

EXTERIORS

A Dense Urban Center
A Lazy Suburb

SECOND UNIT

(for Airwolf POV PROCESS SHOT)

Helicopter POV Through City

AIRWOLF II"Pyramid"

ACT ONE

St. John arrives at Santini Air after a personal visit to Vietnam. He does not look happy. Meanwhile inside, CARMELITA LA SALLE, an old girlfriend of Jo's, raves to Jo about how rich she's getting from a "money game" pyramid scheme that's mushrooming in the nearby areas, and she urges Jo to join her right away. It works like this: One person gets two others to join and put \$1,000 each into the pot. They then must each recruit two more, and the four new people each put in their \$1,000. When this has recurred four times, there'll be five levels to the "pyramid", and the person at the top takes the pot -- \$8,0000. The pyramid then splits in two and the two initial recruits just below him become the top dogs of the two new pyramids. One more level of recruits and money must be added, and then these top people, too, get paid off. Everyone can get to the top; it never stops as long as everyone's committed. Carmelita has already cashed-in once and immediately re-invested in the game. Jo is sucked right in. There is a catch, though -- it's not supposed to be legal. But that seems like a silly law, now who can she recruit? At that very time a courier, CLIFTON CLARK, is making a delivery. He's very shy around Jo, but she manages to recruit him on the spot. Now

St. John butts in. He chastises Jo for doing what he insists is foolish and dangerous. Jo gets defensive and says what are you trying to do, take Dom's place? Stick to flying, you're not the fatherly type. Uncharacteristically, St. John blows his cool, then leaves abruptly without a word.

At the pyramid meeting -- with Jo, Carmelita, and Clark -- the police burst in and break it up, arresting the top two people just after they receive their money. With the pyramid broken, now everyone else loses their money.

At Santini, Jo reads in the paper that those top two pyramid people were brutally murdered upon release from jail. She talks to Mike about it, but she can't find St. John. No one has seen him for days, he's just disappeared. CUT TO: A chart, as someone unseen draws on it -- it's the pyramid, and all of the participants are marked for murder. Carmelita is the next target, followed by Jo.

ACT TWO

Jo hurries to warn Carmelita. She makes her way through downtown, where Carmelita works. Suspense -- someone is following. Jo finally finds Carmelita -- her body falls stiffly out of a side doorway. And now we see the killer, leaving the scene: Clifton Clark, the courier.

Evening in Jo's livingroom, she entertains a friend -- Clark... The eerie suspense builds until we realize, no, he's actually in love with her.

But then, this is a very neurotic guy; as the conversation turns to the pyramid murders, Jo's obvious loathing of the killer turns his twisted mind around. He was doing it for her. Now he will kill her like the others...

ACT THREE

St. John arrives. Clark excuses himself. St. John is there to apologize and explain. (Long ago he loved a Vietnamese woman, and adopted her teenage girl. His attempts at bringing her up right only backfired and led to her becoming a junkie and O.D.ing. He has never forgiven himself, and it doesn't help that the woman has never forgiven him either, returning his letters and money unopened. That's who he had tried to visit in Vietnam, but she's now a wealthy heiress and he couldn't even get in to see her.) CUT TO Clark -- he's training a rifle on the two of them. St. John spies him and gives chase.

Chase. Fight. Clark escapes into the suburban night. Jo still doesn't know why St. John suddenly ran out of her house, only that he was in an unstable mood.

Finally St. John is able to track Clark again. Clark is in the livingroom of PEAVINE REEVES, one of the pyramid people, and Reeves is as good as dead. Clark gets wind of St. John and attacks him by surprise, using St. John's handgun to kill Reeves and frame St. John for the murder. St. John is seen running out of Reeves's house. Clark has hopped into his van and is heading for the City. He's got a big lead and St. John must catch him.

ACT FOUR

AIRWOLF roars across the sky! Zeroing in on Clark's van. But now St. John must elude a police helicopter. Unfortunately they think he's finally snapped -- delayed post-traumatic stress from Vietnam -- and even Locke might believe it.

The van has reached the edge of downtown just as Airwolf's instruments lock onto it. Surprisingly, the van now stops and Clark zooms out the back on his courier's ten-speed, agile as hell, weaseling through the streets. No choice: St. John has to take Airwolf down to the streets in pursuit, zipping around the buildings and scaring everything that moves. His detection instruments must work overtime, but he never loses Clark for long.

Cops gather in confusion (stock). Clark is about to finally go where Airwolf can't follow, and he's going to hurt an innocent bystander in the process. Again no choice -- St. John blows him away...

TAG

St. John is absolved and commended as a hero.